ALPINE RACER 2™

namco®

SONY COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-50887

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 100KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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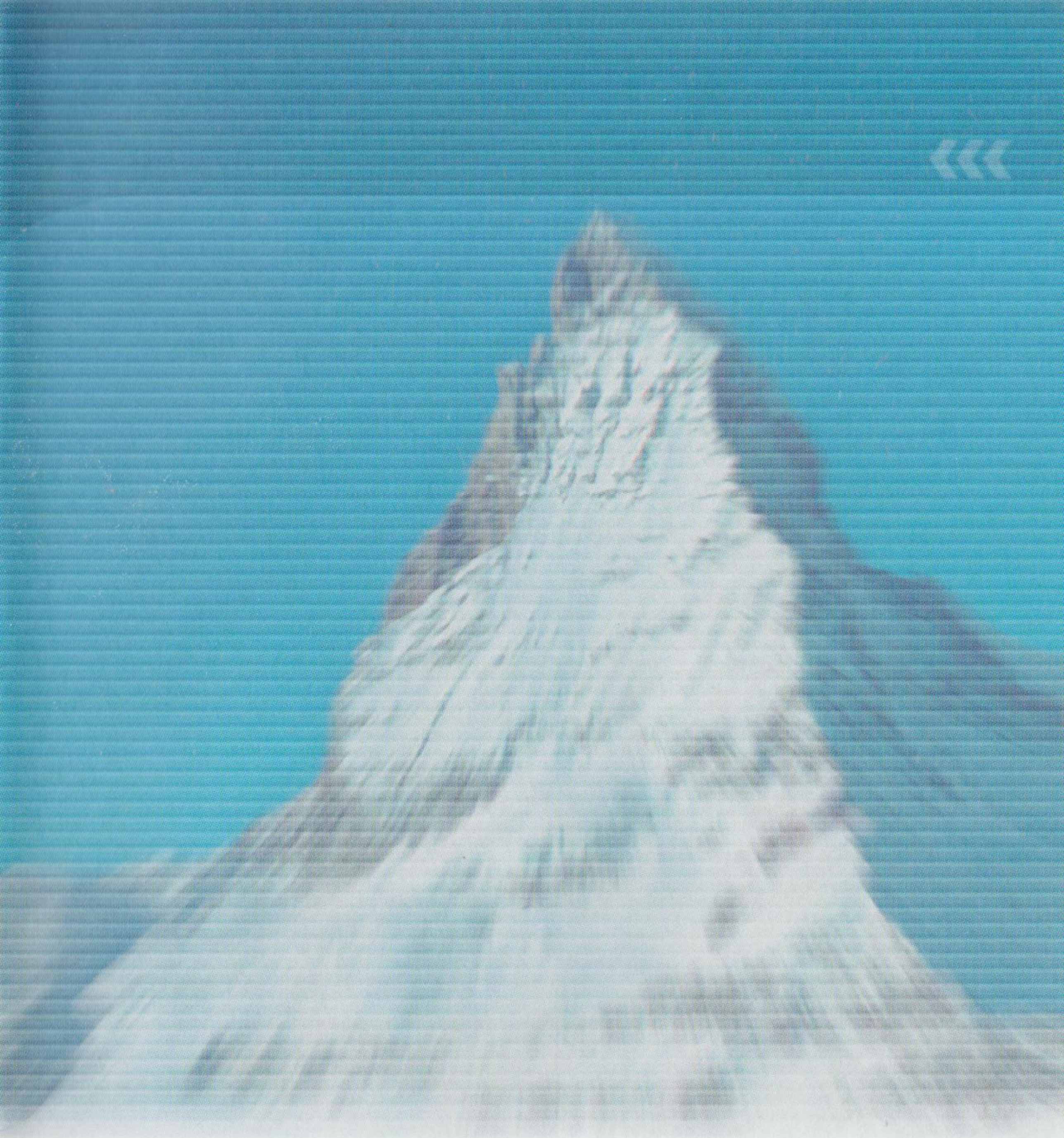


ALPINE RACER 3™

English

The snow fell overnight, leaving a deep, crisp carpet of brilliant white as far as the eye can see. I check my equipment one final time, taking huge gulps of fresh air, my mind alert in anticipation of the adrenaline rush that I know will soon come.

Down the slope, the sun catches on a visor. The crowd is already starting to build up and there is an excited buzz as the people wait for the action to begin. They've come to see style, tricks, jumps and speed. I don't intend to disappoint them.

I stretch, reaching my arms as high as I can into the cloudless sky and I can feel the smile spread across my face. It's time to go.

Come on - let's conquer some mountains.

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the Console) is turned OFF. Attach game controllers / other accessories as appropriate, BEFORE you switch your Console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the Console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the ALPINE RACER™ 3 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save or load game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your Console. 100KB of free space is required on a Memory Card in order to save data. A maximum of four ALPINE RACER™ 3 saves can be stored on one Memory Card.

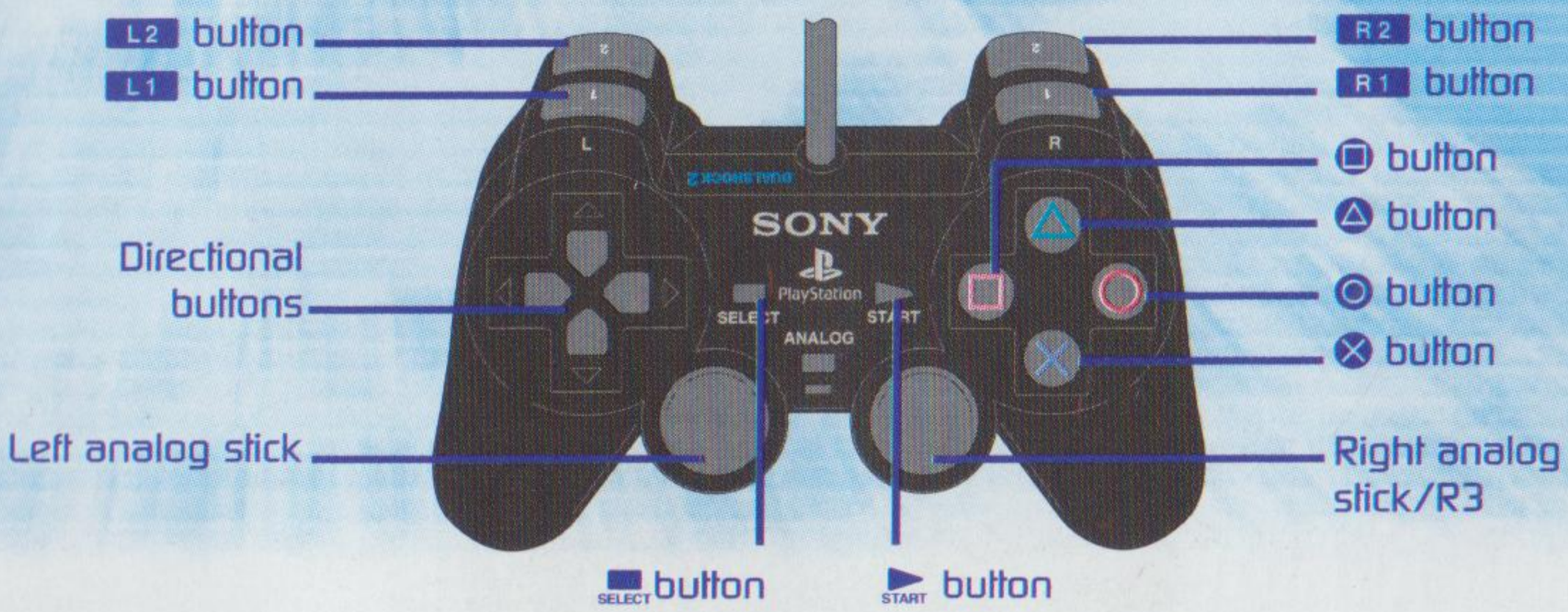
On boot up, any previously saved game and options data will be auto loaded.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of both the directional buttons and the left analog stick. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

NOTE: ALPINE RACER™ 3 does not support a digital controller.

CONTROLS



Left analog stick:	Steering/Edging (with auto edging ON)
Right analog stick:	Edging (with auto edging OFF)
△ button:	Change to first person view
✕ button:	Boost
○ button:	Boost/Equipment action/Change stance
L1 button:	Perform air trick
L2 button:	Perform air trick
R3 button:	Equipment action
START button:	Pause

NOTE: Boost may not be available with all equipment. More information on equipment can be found in the 'Playing the Game' section, later in this manual.

Menu Navigation

Select menu item:	⬆, ⬇, ⬅ and ➡
Confirm menu selection:	⊗ button
Cancel menu selection / return to previous screen:	△ button

GETTING STARTED

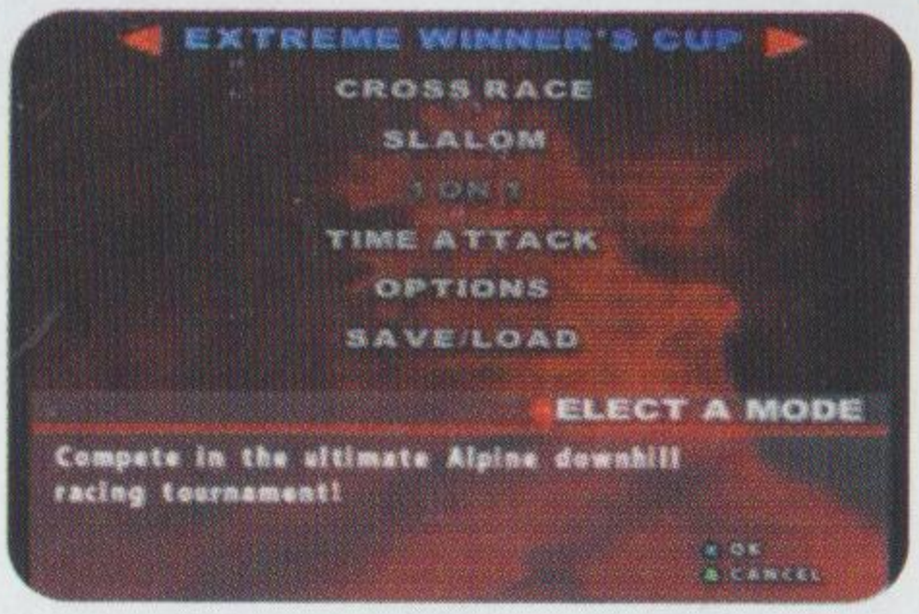
Before commencing play, a language selection screen will be displayed. Press ⬆, ⬇, ⬅ or ➡ to select your preferred language and press the ⊗ button to confirm.

If a Memory Card is present and previous ALPINE RACER™ 3 game data is found, you may select a game file to load, or start a New Game. Press ⬆, ⬇, ⬅ or ➡ to select a saved game file or New Game and press the ⊗ button to confirm.

A short cinematic sequence will be displayed. Press the START button or the ⊗ button to skip the cinematic sequence and access the Title Screen. Press the START button again to access the Main Menu.

Main Menu

Press ⬆ or ⬇ to highlight one of the following options and press the ⊗ button to confirm:



Extreme Winner's Cup

Cross Race

Slalom

1 on 1

Time Attack

Options

Save/Load

EXTREME WINNER'S CUP

Enter the ultimate Alpine downhill racing tournament and compete for prize money on a series of increasingly challenging courses. Success in the races will enable you to buy better equipment and improve your chances of lifting the cup!

Select a Character

All seven characters enter the Extreme Winner's Cup. As well as their own individual style, each character possesses varying skills and attributes and is given a rating for Speed, Turn and Power.

Press ⬅ or ➡ to view the ratings for each character and press the ⊗ button to confirm.

Next, select the outfit that your character will wear by pressing ⬆ or ⬇, followed by the ⊗ button to confirm.

Pre-Race Screen

Important information on the next race will be displayed. View the course name, the day and round of the competition. Also displayed is the clear time, the time allowed for the course to be completed, and your opponent for the race, except in a solo time trial.

Press the ⊗ button to enter the Pro-Shop.

Pro-Shop

Press ⬅ or ➡ to browse through a range of the latest skis, skiboards and snowboards, customised and tailored to the specific style and requirements of your character. Each item of equipment is given speed, turn and power ratings, as well as a purchase price.

The amount of cash your character has earned on the slopes will also be displayed. If you wish to buy an item of equipment and your character currently has

sufficient cash at their disposal, press ⬅ or ➡ to select the item and press the ⊗ button to confirm. Standard equipment is available free of charge.

NOTE: Cash can also be used to retry failed races, so splashing out on expensive equipment is not always necessarily advisable.

A short cinematic sequence will then introduce the race. Press any button to skip the sequence and begin racing.

Stage Results

At the end of a race, the Stage Results Screen will be displayed and, if you have been successful, your hard earned winnings will be presented.

In addition to a Clear Bonus, awarded for successfully finishing the stage, prize money is calculated depending on your time and the number of tricks and jumps completed during the race. However, money is deducted for falls and collisions. Press the ⊗ button to access to the next stage of the tournament.

If you were unsuccessful, an on screen message will inform you of the amount of cash required to retry the course and the amount of cash currently available. Provided you have sufficient funds, select Yes and press the ⊗ button to retry the course.

Cross Race

Compete against three CPU controlled opponents in a hair-raising quick race to the finish line!

Press ⬅ or ➡ to select a character and press the ⊗ button to confirm. Press ⬆ or ⬇ to select the outfit that your character will wear and press ⬅ or ➡ to select equipment. Finally, press the ⊗ button to confirm.

Select a Course

Scroll through the available courses by pressing ⬅ or ➡; statistical information for each course will be displayed on screen. Press the ⊗ button to select a course and begin the Cross Race.

At the end of the race, your time and finishing position will be displayed on screen.

NOTE: Initially, only three courses are available in this mode, although others can be unlocked by progressing through the Extreme Winner's Cup mode, outlined elsewhere in this manual.

Post Race Menu

Select one of the following options from the Post Race Menu:

Restart	Retry the same Cross Race using the same character
Player Select	Return to the Select a Character screen before beginning a new Cross Race
Main Menu	Return to the Main Menu

SLALOM

Use all of your agility and skill to ski between the flags and go for the fastest times on a series of slalom courses.

Select a character, outfit, equipment and course following the same procedure as in Cross Race mode, outlined elsewhere in this manual.

Once the slalom run is underway, aim to ski between all of the coloured flags on the way down to the finish line, and build up a high combo score by completing as many consecutive flags as possible.

The number of successfully completed flags and the total number of flags so far passed in the race, including missed flags, are shown on screen. As your character passes a flag, the message 'Clear!' or 'Miss' will also be displayed on screen.

At the end of the slalom run, your race time will be shown on screen, along with a summary of Cleared flags, Missed flags and your 'Max Combo' score, based on your highest run of consecutive flags.

Post Race Menu

Select one of the following options from the Post Race Menu:

Restart	Retry the same Slalom using the same character
Player Select	Return to the Select a Character screen before beginning a new Slalom
Main Menu	Return to the Main Menu

1 ON 1

Take on a friend and prepare for the ultimate split-screen white-knuckle ride!

Selecting Characters

Both players should select a character, outfit and equipment following the same procedure as in Cross Race mode, outlined elsewhere in this manual.

Selecting a Course

Player One may scroll through the available courses by pressing ⬅ or ➡. Statistical information for each course will be displayed. Press the ⊗ button to select a course and begin the 1 On 1 race.

Competing in a 1 ON 1 Race

Player One uses the top half of the screen to view the action, Player Two uses the bottom half. A progress bar runs across the centre of the screen, showing the position of both players, using a red marker for Player One and a green marker for Player Two.

The race ends when the first player crosses the finish line. The player in second place does not have to complete the course. When the race is over, the winning time will be displayed.

Post Race Menu

Select one of the following options from the Post Race Menu:

Restart	Retry the same 1 on 1 race using the same characters
Player Select	Return to the Select a Character screen before beginning a new race
Main Menu	Return to the Main Menu

TIME ATTACK

Head up on the ski lift and attempt to complete each course in the fastest possible time.

Select a character, outfit, equipment and course following the same procedure as in Cross Race mode, outlined elsewhere in this manual.

NOTE: Initially, only three courses are available in this mode, although others can be unlocked by progressing through the Extreme Winner's Cup mode, outlined elsewhere in this manual.

Competing in a Time Attack Trial

Speed is of the essence, and with no flags to hinder your progress, you are free to choose the most efficient route to the finish. Aim to follow the shortest line down the course, cutting corners and building up speed using fast straights in order to set a new course record.

At the end of a Time Attack trial, your course time will be displayed on screen in comparison with the course record.

Post Race Menu

Select one of the following options from the Post Race Menu:

Restart	Retry the same Time Attack Trial using the same character
Player Select	Return to the Select a Character screen before beginning a new Time Attack Trial
Main Menu	Return to the Main Menu

SAVING AND LOADING

Equipment and prize money, as well as records, may be saved to a Memory Card. At least 100KB of free space is needed to save data. A maximum of four ALPINE RACER™ 3 saves may be saved onto one Memory Card.

OPTIONS MENU

Game Options

Press ⬆ or ⬇ to highlight a preference and then press ⬅ or ➡ to change settings:

1P Edging:	Toggle 1P edging controls between Auto/Manual
2P Edging:	Toggle 2P edging controls between Auto/Manual
1P Vibration:	Toggle 1P controller vibration ON/OFF
2P Vibration:	Toggle 2P controller vibration ON/OFF
Difficulty:	Select Easy, Normal or Hard difficulty level
BGM:	Increase or decrease the volume of background music
SE:	Increase or decrease the volume of sound effects
DJ Voice:	Increase or decrease the volume of DJ commentary
Output:	Select either Stereo or Mono sound output
Default:	Reset game options to their original settings
Exit:	Return to the Options Menu

NOTE: Further information on edging can be found elsewhere in this manual.

Rankings

View the record times for each course in Cross Race, Slalom and Time Attack modes.

Press ⬆ or ⬇ to choose a game mode and then press ⬅ or ➡ to select a course. The character, equipment used and fastest time are displayed for each record. The highest Combo record data is also displayed for the Slalom records. Press the △ button to return to the Options Menu.

Theatre

Each character has their own cinematic sequence which may be viewed when they are victorious in the Extreme Winner's Cup without losing a race.

Note: The Theatre option is not accessible from the Main Menu until the Extreme Winner's Cup mode has been cleared.

SAVE/LOAD

Save or load game data using the inserted Memory Card. Select either Save Game, Load Game or choose Exit to return to the Main Menu.

Save Game

When saving game data, the following on screen message will be displayed:

"Attention: Are you sure you want to save game data?

Yes No"

Select Yes and then press ⬆, ⬇, ⬅ or ➡ to choose a game file on the inserted Memory Card. Press the ⊗ button to save data to the chosen game file. Four game files can be saved to a Memory Card.

Load Game

When loading game data, the following on screen message will be displayed:

"Attention: Load game data?

Yes No"

Select Yes and then press ⬆, ⬇, ⬅ or ➡ to choose a game file. Press the ⊗ button to load data from the Memory Card.

THE PAUSE MENU

Press the ► START button at any point during a game to access the Pause Menu and select one of the following options by pressing ⬆ or ⬇:

Continue:	Exit the Pause Menu and return to the game
Retire:	Retire from the race (Only available in Extreme Winner's Cup)
Restart:	Restart the race (Not available in Extreme Winner's Cup)
Player Select:	Return to the Character Select Screen (Not available in Extreme Winner's Cup)
Main Menu:	Return directly to the Main Menu (Not available in Extreme Winner's Cup)

PLAYING THE GAME

Each race begins with a countdown, and whilst the number of competitors in a race varies, as soon as the barrier drops and they hit the snow the racers have their eyes on one thing – the finishing line.

The Game Screen

NOTE: The game screen shown is from Extreme Winner's Cup mode. Game screens for other modes may differ from the one shown here.

Alpine Racing Technique

Each character's speed, power and turning ability differ depending on their own natural aptitude and the equipment that they use for a race. However, there are several skills which, once mastered, can turn an average skier into a downhill record breaker.

STANCE, BOOSTS AND ACTIONS

Different characters can assume different stances and actions depending on the skis or boards they are equipped with. Some stances will make your character more aerodynamic and enable higher speeds.

Other stances and actions are purely for show, but are sure to draw a cheer from the crowd!

Experiment with different stances by pressing the ◉ button.

AIR TRICKS

Use trick points (jumps and crevasses) to perform radical mid-air flips and moves. Press the L1 button or the L2 button when approaching a trick point to pull off a stunt. Your character must be travelling at a minimum of 80km/h. Successive tricks may be performed by pressing the L1 button or the L2 button again during the first trick. There are a set number of trick points in each course.

EDGING

Edging is when a skier varies the angle at which their skis make contact with the snow, increasing or decreasing the amount of friction and allowing the skier to maintain balance whilst pulling off extreme turns and manoeuvres.

Edging can be set to Auto or Manual, in the Game Options Menu. It is recommended that beginners use the Auto edging setting. For Manual edging, while using the left analog stick to steer, use the right analog stick to edge and assist you when making sharp turns.

SHORTCUTS

There are various shortcuts hidden throughout each course. Shortcuts are useful for completing the course in a faster time or gaining the upper hand over an opponent.

AVOIDING OBSTACLES AND HAZARDS

The twists and turns come thick and fast on these courses, meaning only the best will make it to the finish line completely unscathed. Try to look as far down the course as you can to give yourself as much warning of forthcoming bends, undulations and cliffs. There are also other hazards to look out for, including trains and avalanches!

Snow Types

Snow type may differ throughout each course, ranging from hard, icy glacier surfaces, which affects turning ability, to freshly fallen, powdery snow which affects speed. In order to succeed it is important that the most suitable equipment for each course is selected.

Equipment

There are four types of equipment, each with individual characteristics. Each character may use two types of equipment, however not all equipment is suitable for every character, whereas some will allow them to fulfil their potential. The character profiles, elsewhere in this manual, provide information on the compatibility of characters and equipment. The following table shows the performance ratings for different items of equipment.

	SPEED	TURN	POWER
Skis	Good	Average	Average
Alpine board	Average	Good	Average
Ski board	Average	Average	Good
Freestyle board	Poor	Good	Good

EQUIPMENT ACTIONS

Each piece of equipment has a special action, which can be very useful during a race.

	Action	Remarks
Skis	Tuck	Continues as long as button is pressed
Alpine board	Accelerate	Continues as long as button is pressed
Ski board	Evade	Dodges obstructions
Freestyle board	Change stance	Changes with each button press

CHARACTERS

Each character has strengths and weaknesses, and is more proficient with certain types of equipment than other types. This must be considered when preparing for a race.

Shun Mifune

Nation: Japan

Height: 180cm

Weight: 77kg

Characteristics: Shun is a well balanced character

Proficient equipment: Skiboard

Weak equipment: Freestyle board

A rising star, Shun grew up at a ski resort with his father who taught him how to ski. His hunting skills and mountain survival knowledge came from his grandfather. Shun possesses his father's technique and the fighting spirit of his grandfather, making him a strong candidate for the Extreme Winner's Cup Championship.

Georg

Nation: Germany

Height: 191cm

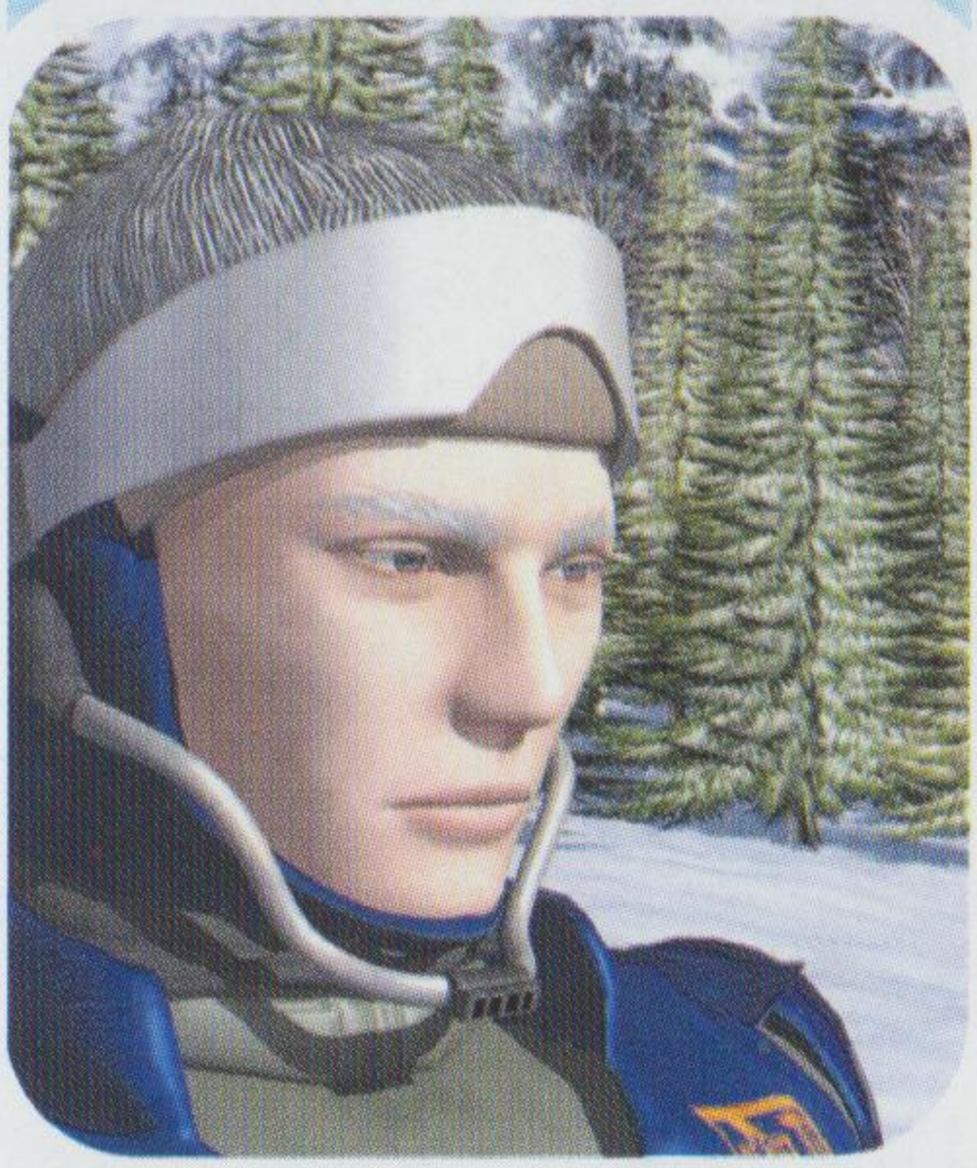
Weight: 96kg

Characteristics: Georg is stable and fast, but lacks turning ability

Proficient equipment: Skis

Weak equipment: Alpine board

Known as 'The Raptor' for his aggressive skiing, Georg accepted an offer to disrupt the race in exchange for a biogenetically enhanced body. Could the appearance of the 'Mythril Raptor' be close at hand?



Melina Verlaine

Nation:	France
Height:	170cm
Weight:	??kg
Characteristics:	Melina is fast, but prone to falling
Proficient equipment:	None
Weak equipment:	None

Melina's father is the president of a large sporting goods company. Her goal is to show the superiority of the company's new products by defeating the young star, Shun, sent by a rival company.

Jose Helguera

Nation:	Dominican Republic
Height:	185cm
Weight:	85kg
Characteristics:	Average stability and speed but excellent at turning
Proficient equipment:	None
Weak equipment:	None

Jose is bored of college life, and is looking for something more exciting than soccer and dancing. He saw a television advertisement for the Extreme Winner's Cup Championship and thought he would give it a try. The prize money is also a major reason that he is competing. He has never skied before, but he has skateboarding experience. He is a confident, cocky type of guy.

Chelsea Amery

Nation: U.K.
Height: 152cm
Weight: 39kg
Characteristics: She is not particularly strong in any area
Proficient equipment: None
Weak equipment: None

Chelsea is a TV personality, and enters the tournament as part of a TV programme. She is not very good at any sports, which is why the producer chose her for this project. Will it be a touching programme about triumph, or a documentary of tragedy?

Ling Yufen

Nation: U.S.A.
Height: 164cm
Weight: 48kg
Characteristics: Ling is a fairly balanced character, but is slightly lacking in strength
Proficient equipment: Alpine board
Weak equipment: Skiboard

Ling is the daughter of a Chinatown crime lord. She was spoiled as a child by her father and is very self-centered and prone to violence as a result. It is best not to get on her bad side.

Brad Baxter

Nation:	U.S.A.
Height:	205cm
Weight:	102kg
Characteristics:	Brad is slightly slow, but he is very stable and good at turning
Proficient equipment:	Freestyle board
Weak equipment:	Skis

A former detective, Brad became a pro-snowboarder after leaving the police force. He is extremely outgoing and quite popular with the ladies. At first glance he looks in great shape, but age and inactivity has started to catch up with him.

COURSES

There are a total of nine diverse courses on which you can show off your skills. Initially, only three courses can be accessed, but perseverance and success will open access to further exciting locations, each jam-packed with more obstacles, jumps and straights than you could possibly imagine. Just some of the courses are described here.

Sunset Rush

Location: Chamonix (France)

This course is based on the difficult Les Grands Montets course. There is no night-time illumination, so course visibility is poor in the evening. This course is located on top of a glacier, so the course is icy, making turning difficult. Frequent avalanches make for a dangerous course.

Sheer Madness

Location: Zermat (Switzerland)

You will overlook the scenic Matterhorn while skiing down this course. The course starts out at the Gornergrat station and passes by a school and a restaurant as you make your way through Riffelberg. The race continues through a village at the bottom of the mountain, before finishing next to the cathedral. This is a relatively easy course.

Acrobat Valley

Location: Jungfrau (Switzerland)

This course offers a magnificent view from the 'Top of Europe'. The course passes by the Kleine Sheidegg station and continues on through Riffelalp. The goal lies in the village of Wengen, located at the bottom of the mountain. Visibility is sometimes poor due to bad weather. This is an intermediate level course.

High Powder

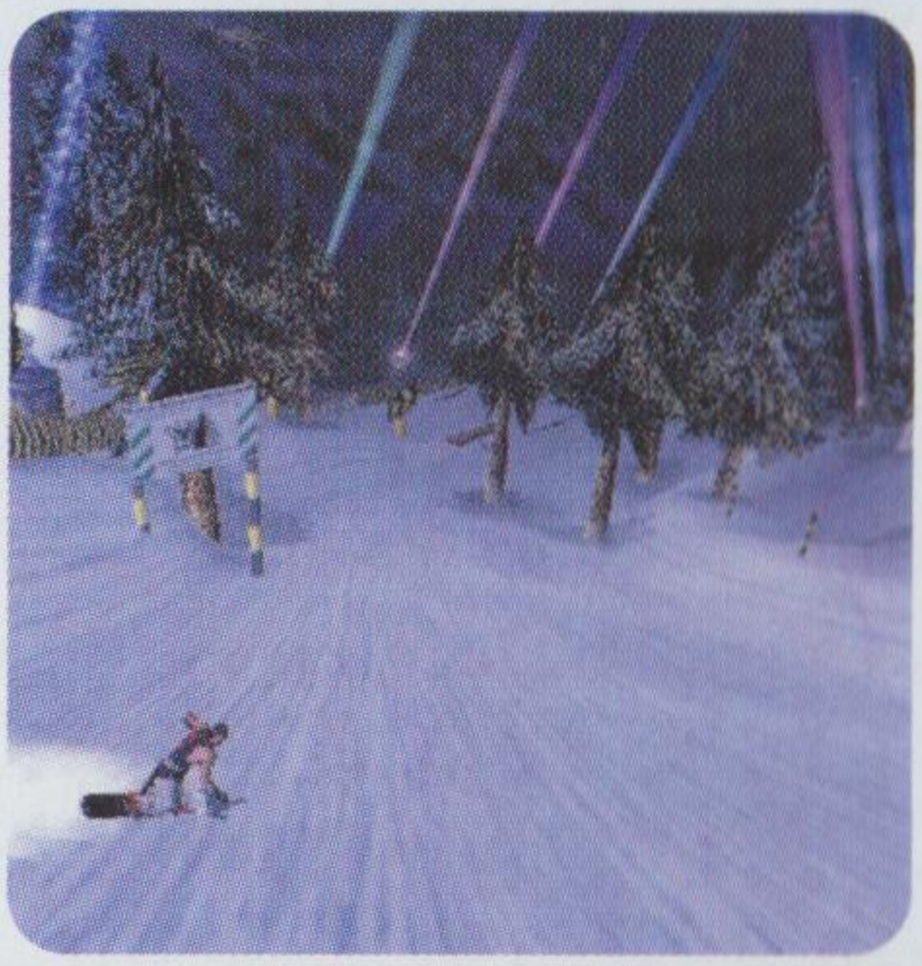
Location: Chamonix (France)

This course is set on a glacier enshrouded in fog, making this a very dangerous course. The climate combines with various bushes to obstruct your vision, so it is difficult to stay on course. Victory awaits those who can overcome these obstacles.

Blue Moon Run

Location: Zermat (Switzerland)

This is a night-time course atop the Matterhorn. The rapidly dropping temperature has turned the course into a sheet of ice, making it difficult for even advanced skiers to manoeuvre. The lights of the village are all the riders have to guide them to the finish line.



The Great Mogul

Location: Jungfrau (Switzerland)

A thick blanket of clouds covers this glacier course. This is a world-class course with a very steep slope. Riders who are not afraid to barrel down this slope in poor visibility will be able to accumulate great speed.

Cybertrick Monster

The Cybertrick Monster is the final course of the Extreme Winner's Cup. Competitors must complete three laps within the time limit, while avoiding various obstacles. This is a very difficult course, but riders should be able to finish the course with equipment acquired using prize money obtained in earlier races.

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Customer Service Numbers

POWERLINE

FOR GAME HELP

• Australia	1300 365 911* *(Calls charged at local rate.)	1 902 262 662* *(Calls charged at $1.98 per min. inc. GST. Get parents' OK to call.)
• Österreich	0820 500 535** **(0.145 Euro/Minute.)	0900 970 111* *(1.78 Euro/Minute.)
• Belgique/België/Belgien	011 516 406 Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available)
• Danmark	33 26 68 20 Man-Torsdag 16.30-19.30	33 26 68 20 Man-Torsdag 16.30-19.30
• Suomi	0600–411911 17.00-21.00 ma-to, 0.79 Euro/min	0600–411911 17.00-21.00 ma-to, 0.79 Euro/min
• France	0820 31 32 33 prix d'un appel local - ouvert du lundi au samedi	08 36 68 22 02* *(0,34 Euro/minute)
• Deutschland	01805 766 977** **(0,12 Euro/minute)	0190 578 578* *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/ Erziehungsberechtigen um Erlaubnis fragen.)
• Ελλάδα	(00 301) 677 7701** **Εθνική Χρέωση	090 11 23 22 00* *Χρέωση κλήσης 0.66 Ευρώ ανά λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
• Ireland	0818 365065 All calls charged at National Rate.	1550 13 14 15 (R.O.I. only)* *Calls cost 0.74 Euro/minute
• Israel	09 971170	1 800 390 900 ל 17:00 בכל יום מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 12:00
• Italia	848 82 83 84* * Tariffa Nazionale.	Non più disponibile. (No longer available)
• Malta	21 344700 National Rate.	21 344700 National Rate.
• Nederland	0495 574 817 Interlokale kosten.	Niet langer verkrijgbaar. (No longer available.)
• New Zealand	09 415 2447 National Rate.	0900 97669* *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
• Norge	820 75 050 Åpen 8.00-16.00	820 85 050 Åpen 24 timer 12 NOK pr. Min
• Portugal	707 23 23 10** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	707 23 23 10* Custo de Chamada Local *Serviço de Ajuda para Jogos

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

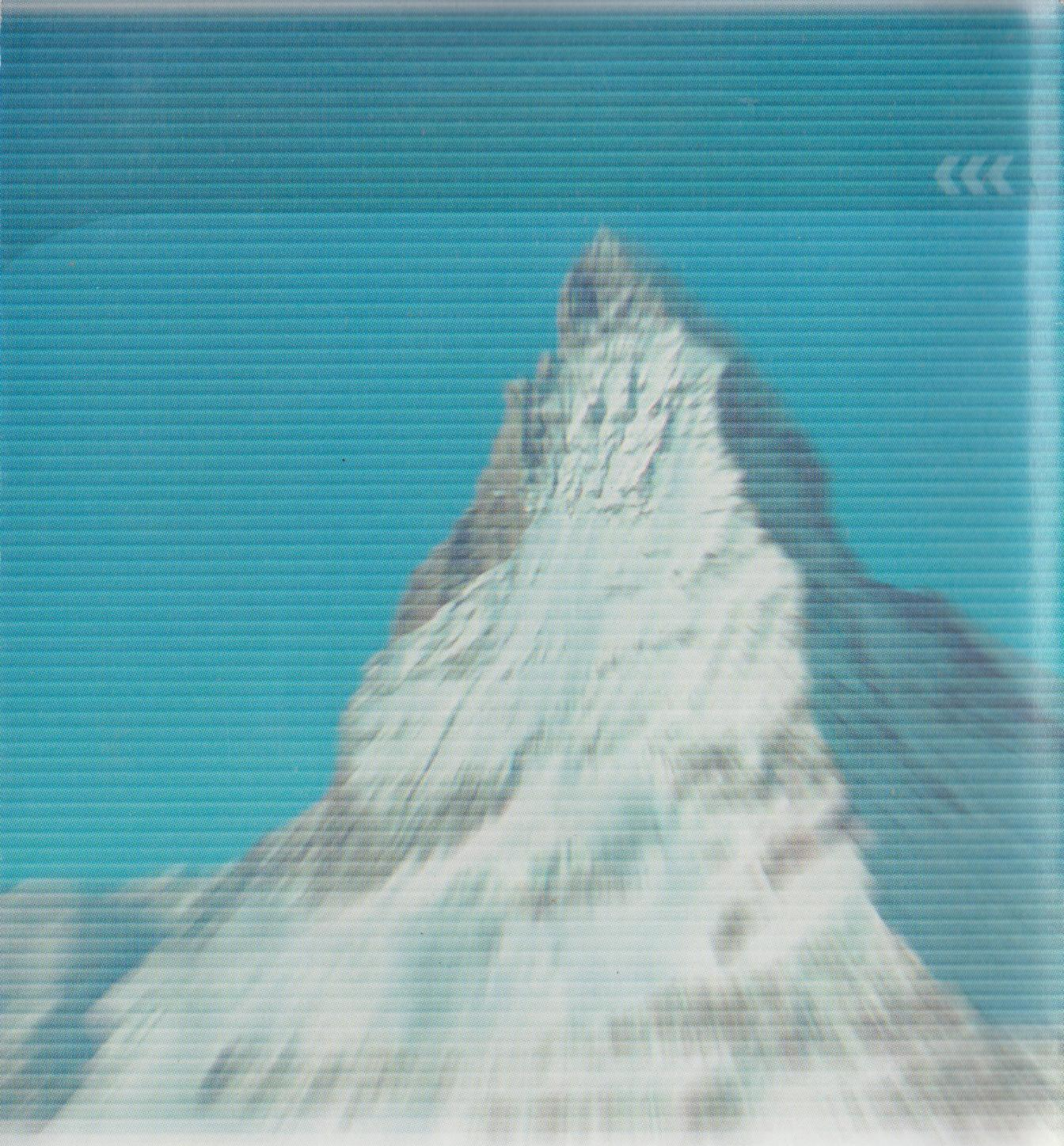
Customer Service Numbers

POWERLINE

FOR GAME HELP

• España	902 102 102 Tarifa nacional	902 102 102 Tarifa nacional
• Sverige	08-587 822 40 Mån-Tors 8-17, Fre 8-15.30 Vanligt lokalsamtal	08-587 822 25 Mån-Tors 13.00-17.00, Fre 13.00-15.30 Vanligt lokalsamtal
• Suisse/Schweiz/Svizzera	0848 84 00 85* Tarif appel national / Nationaler Tarif / Tariffa Nazionale	0900 55 20 55* *(SFr 1. -/Minute), (SFr 1. -/minute), (1 Fr.S./minuto.)
• UK	08705 99 88 77 National rate. Calls may be recorded for training purposes	(No longer available)

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.



ALPINE RACER 3™

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